Instructions for Installing and Configuring the Webcam Image Gallery

There are two components to the webcam image gallery application: the background process that regularly downloads camera images, and the web browser display tool that provides access to the images via an internet/intranet web server. The "**Hunter.tcl**" script retrieves the images, creates thumbnails, and stores them on a local hard drive. It references a configuration file for the web address and download frequency of the web images. The "**imageGallery.php**" script is called by a web browser to display the image thumbnails and link to larger views or the animation applet. Below are specific installation instructions.

Setting up the image "Hunter" on the web server. Defaults are shown in brackets [].

1. Create a directory in the web server tree for the application files [/www/webcams].
2. Copy the **imgGallery.tar.gz** file to the new application directory.
3. Create a directory in the web server tree for storing the downloaded images [/www/data/cams] .
4. Create a directory in the web server tree for temporary storage of animation lists [/www/loopdata].
5. Uncompress and untar the **imgGallery.tar.gz** file.
6. There are two lines that you may want to modify in the Hunter.tcl script...
   Text line 5: set camdir /www/data/cams *change to the appropriate image directory*
   Text line 2: set thumbsize "100x80" *change to the thumbnail size*
7. Set up a configuration file for the **Hunter.tcl** script. Configuration instructions are included in a separate document. An example is included in this package named **Hunter.cfg**, however the name is flexible since the path to the configuration file is given as an argument to the **Hunter.tcl** script. The format of this file is identical to that of the PC-based **Hunter/Gatherer** application.
8. The **Hunter.tcl** script uses the "**convert**" application from the open source **ImageMagick** package of graphic tools. It is usually available by default on Linux systems, but you'll need to make sure, and if not, install it.
9. Start the **Hunter.tcl** application at the command line with the path to **Hunter.cfg** as the only command line argument, (or) use the **KeepHunterUp.sh** shell script. The shell script can be added to a cron to run several times an hour just to make sure the image collector is restarted if if should ever exit abnormally. You will probably need to edit the shell script and modify the directory path to the **Hunter.tcl** application if it's not correct for your configuration.

Setting up the image "Viewer".

1. Edit the **camloop.php** and **imageGallery.php** scripts and modify the directories for your system.
2. Also modify the header line in the i**mageGallery.php** from "**Southeast AK Webcam Gallery**" to something appropriate for your AOR.
3. Image animation is done using the **AnimationS** java applet that was developed by Tom Whittaker as a component of the VISITProject. If this has not already been installed on your server, you can find information about the applet, and instructions for downloading and installing it at http://www.ssec.wisc.edu/visit/AniS/
4. Once images start accumulating in the webcam data directory, you should be able to launch the **imageGallery.php** in a browser by using the path to the PHP script's location for a URL.
5. Be sure to add a purge routine to delete images from the data directory after a set amount of time. A simple purge routine, **imagePurge.pl,** is included in this package, or you can add the data directory to an existing routine.